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(54) **Tone and picture generator device**

Vorrichtung zur Ton- und Bilderzeugung

Dispositif générateur de son et d'image

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Description

[0001] The present invention relates to a tone and picture generator device which can generate tones and visually display a performance scene of the generated tones in three-dimensional pictures.

[0002] In the field of electronic musical instruments and the like, it has been conventional to execute an automatic performance, such as an automatic rhythm or bass-chord performance, in accordance with a desired automatic performance pattern. Specifically, for chord-backing and bass parts, chord-backing and bass tones are automatically performed in accordance with predetermined automatic performance patterns on the basis of chords that are sequentially designated by a human player as a music piece progresses. For performance of a drum part, on the other hand, normal and variation patterns are arranged in advance so that an automatic performance can be executed by selecting any of these patterns (styles). The number of the arranged variation pattern is not always one, and in some cases two or more variation patterns are arranged previously. Generally, each of these performance patterns has a length or duration corresponding to one to several measures, and a successive automatic rhythm performance is carried out by repeating any of these previously-arranged performance patterns.

[0003] With such a conventional approach, the performance tends to become monotonous because it is based on repetition of the same pattern. To avoid the undesired monotonousness, it has also been customary in the art to previously arrange sub-patterns, such as those called "fill-in", "break" and "ad-lib", so that a performance based on any of these sub-patterns may be inserted temporarily in response to an instruction given by a human operator or player via predetermined switches or the like and then restored to a main pattern performance. The main pattern and sub-patterns are stored in a database, from which they are retrieved for reproduction in response to player's operation.

[0004] Fig. 11 is a block diagram showing exemplary transitions of various performance patterns (styles) in an automatic performance. The performance patterns in the illustrated example include first and second main patterns A and B (i.e., a normal pattern and a variation pattern), and two sets of first and second fill-in patterns corresponding to the main patterns A and B; that is, the two sets are a "A→A" fill-in pattern ("FILL AA" pattern) to be inserted during performance of the first main pattern A and a "A→B" fill-in pattern ("FILL AB" pattern) to be inserted for transition from the first main pattern A to the second main pattern B, and a "B→B" fill-in pattern ("FILL BB" pattern) to be inserted during performance of the second main pattern B and a "B→A" fill-in pattern ("FILL BA" pattern) to be inserted for transition from the second main pattern B to the first main pattern A. The performance patterns of Fig. 11 further include two pairs of intro patterns ("INTRO A" and "INTRO B") and ending

patterns ("ENDING A" and "ENDING B") corresponding to the two main patterns A and B.

[0005] Although not specifically shown in Fig. 11, there are provided two fill-in pattern selecting switches ("FILL A" and "FILL B" switches) that are activated when one of the patterns (styles) is to be shifted to or replaced by another, two switches ("ENDING A" and "ENDING B" switches) for selecting a desired ending pattern, and two other switches ("INTRO A" and "INTRO B" switches) for selecting a desired one of the intro patterns.

[0006] For example, once the "INTRO A" switch is activated, the "INTRO A" pattern is first performed and then a performance of the first main pattern A is initiated upon termination of the "INTRO A" pattern performance. If the "FILL A" switch is depressed during the course of the performance of the first main pattern A, the "FILL AA" pattern is inserted and then the performance of the first main pattern A is resumed. Then, when the "FILL B" switch is depressed, the "FILL AB" pattern is inserted and then the main pattern B is performed. Once the "ENDING A" switch is depressed, the "ENDING A" pattern is performed to stop the performance of the entire music piece in question.

[0007] Similarly, once the "INTRO B" switch is activated, the "INTRO B" pattern is first performed and then a performance of the second main pattern B is initiated upon termination of the "INTRO B" pattern performance. If the "FILL A" switch is depressed during the course of the performance of the second main pattern B, the "FILL BA" pattern is inserted and then the first main pattern A is performed. Then, when the "FILL B" switch is depressed, the "FILL BB" pattern is inserted and then the second main pattern B is resumed. Once the "ENDING B" switch is depressed, the "ENDING B" pattern is performed to stop the performance of the entire music piece in question.

[0008] In this way, a fill-in pattern is selected, depending on the performance state when any one of the switches is depressed; corresponding to the currently-performed main pattern and destination (shifted-to or replacing) main pattern, and the thus-selected fill-in pattern is inserted. Such fill-in pattern insertion can effectively avoid unwanted monotonous of the music piece performance.

[0009] While Fig. 11 shows a case where two main patterns A and B are used, the number of the main patterns is of course not so limited and may be more than two. Further, there have been known various other manners of pattern variations and transitions than the above-mentioned; for example, the fill-in pattern insertion may be applied only to a selected musical instrument of a single performance part.

[0010] Among other known types of automatic performance devices than the above-discussed device is one which prestores, as SMF (Standard MIDI File)-format performance information, pitch, sounding-start and muffling-start timing, etc. Of each note contained in a desired music piece and generates tones by sequential-

ly reading out the prestored pieces of the performance information (composition data). In this known automatic performance device, a human player only has to operate performance-start and performance-stop switches.

[0011] However, the conventionally-known electronic musical instruments, having functions to execute an automatic accompaniment and automatic performance, could not carry out a visual interaction with the users or players although they could provide an interaction by sound (aural interaction).

[0012] Some of the known electronic musical instruments are provided with a display section for visually showing a title of an automatically-performed or automatically-accompanied music piece and/or changing measures and tempo during the performance. Also known is a technique by which each key to be next depressed by the player is visually indicated on the display section.

[0013] For an example of the prior art see US-A-5 005 459.

[0014] It is therefore an object of the present invention to provide a tone and picture generator device which can display performance motions, corresponding to a performance style, in synchronism with a music performance, to thereby allow a player to perform while viewing and enjoying performance of various musical instruments.

[0015] In order to accomplish the above-mentioned object, the present invention provides a tone and picture generator device as defined in claims 1 and 10, a method as defined in claim 7 and a machine readable recording medium as defined in claim 9.

[0016] By virtue of the database storing the motion components, common or same motion components can be used for a plurality of different patterns or music pieces, and any necessary components can be additionally stored in the database whenever necessary. As a consequence, various 3-D animated pictures can be generated with increased efficiency. The use of such 3-D animated picture data allows the users to enjoy more real, stereoscopic animated pictures.

[0017] Further, according to the present invention, each of the motion components includes not only the motion information representative of a trajectory of performance motions of a subdivided performance pattern but also a sounded point marker indicative of each tone-generation timing in the motion information. Thus, common motion components can be used for different performance tempos, which thereby permits a significant reduction in the size of the database. Further, using the sounded point marker for synchronization with the tone generator section, the tone and picture can be synchronized with each other with high accuracy.

[0018] In addition, the present invention allows a human operator or player to change a "character" playing in the performance scene to be displayed and viewpoint of the 3-D animated picture data, so that the human operator can enjoy a variety of 3-D animated pictures and

also can cause a model performance to be displayed on a magnified scale.

[0019] The tone and picture generator device of the present invention may further comprise a section for modifying the motion information in response to a change in the playing (player-representing) character and/or viewpoint. With this modifying section, common motion information can be used for different player-representing characters and viewpoints, which can even further reduce the size of the database.

[0020] For better understanding of the object and other features of the present invention, its preferred embodiments will be described in greater detail hereinbelow with reference to the accompanying drawings, in which:

Fig. 1 is a block diagram showing an exemplary organization of a tone and picture generator device in accordance with an embodiment of the present invention;

Fig. 2 is a diagram showing an exemplary outward appearance of the tone and picture generator device shown in Fig. 1;

Fig. 3 is a diagram explanatory of a motion component database employed in the tone and picture generator device of Fig. 1;

Fig. 4 is a flow chart illustrating an exemplary operational sequence of a motion component creation process executed in the generator device;

Figs. 5A and 5B are schematic diagrams explanatory of the motion component creation process;

Fig. 6 is a flow chart illustrating operational sequences of a picture generation/display process and a tone generation process to be executed during an automatic accompaniment in the generator device;

Figs. 7A to 7C are diagrams explanatory of an example of a basic motion information creation process executed in the generator device;

Fig. 8 is a diagram explanatory of a coordinates modification process executed in the generator device;

Fig. 9 is a flow chart illustrating operational sequences of a picture generation/display process and a tone generation process executed during an automatic performance in the generator device;

Fig. 10 is a diagram showing another example of the outward appearance of the tone and picture generator device; and

Fig. 11 is a block diagram showing an exemplary transition of performance patterns occurring during an automatic accompaniment.

[0021] Fig. 1 is a block diagram showing an exemplary organization of a tone and picture generator device in accordance with an embodiment of the present invention. In Fig. 1, the tone and picture generator device includes a central processor unit (CPU) 1 for controlling

various operations to be performed in the entire device, a program storage 2 for storing a control program to control this tone and picture generator device, and a storage unit 3, such as a ROM and RAM, which contains a style database storing various automatic performance patterns such as rhythm patterns and automatic bass-chord patterns, motion-component and scene-component databases for generation of a three-dimensional (hereinafter "3-D") picture indicative of a current scene or situation of a performance and which is also used for storing various other data and as working areas for the CPU. Moreover, the tone and picture generator device includes a keyboard/operation switch group provided on an operation panel, which includes a keyboard and various operators such as button switches to be described later. Reference numeral 5 denotes a tone generator section that generates signals of scale tones and rhythm tones for a plurality of channels using any one of the known tone generation schemes such as the waveform memory scheme, FM scheme, physical model scheme, harmonics synthesis scheme, formant synthesis scheme and analog synthesizer scheme based on a well-known combination of VCO, VCF and VCA. The tone generator section is not necessarily limited to a circuit based on dedicated hardware; it may be a tone generator circuit based on a combination of a DSP and microprograms or a combination of a CPU and software program. The tone generator section 5 also includes an effect processing (effector) section that imparts various effects, such as a vibrato and reverberation, to the generated tone signals, although not specifically shown here. Further, reference numeral 6 denotes a sound system that audibly reproduces or sounds the tone signals output from the tone generator section 5.

[0022] The tone and picture generator device in the illustrated embodiment further includes a graphic display unit 7, which visually shows operating states of the tone and picture generator device as well as operational states of the operation switches and which also shows, in a 3-D animated picture, a performance scene or situation of a selected musical instrument or part.

[0023] Further, in Fig. 1, reference numeral 8 denotes an external storage device such as a hard disk drive, floppy disk drive, CD-ROM drive, MO drive and/or DVD drive, and reference numeral 9 denotes a MIDI communication interface (I/F) circuit for communication with an external MIDI instrument. The tone generator section 5 is further provided with a video interface circuit 10 for displaying the picture indicative of a performance scene on an external monitor 11, and a bus 12 for data transfer between the various components mentioned above.

[0024] Fig. 2 is a diagram showing an exemplary outward appearance of the tone and picture generator device shown in Fig. 1. In the illustrated example, the operation switch group 4 includes the keyboard 40; a start switch 41 for instructing a start of an automatic performance, a stop switch 42 instructing a stop of an automatic performance, and a style selection switch set 43 for se-

lecting performance patterns, such as rhythm, main and variation patterns, to be automatically performed. The operation switch group 4 also includes an instrument change switch set 44 for selecting a musical instrument or part whose current performance scene is to be visually displayed, a player change switch set 45 for selecting a playing (player-representing) character that is to be used for displaying the performance scene, a fill-in switch set 46 for selecting a musical instrument for which a fill-in pattern performance is to be executed, a stage change switch set 47 for selecting a background to be used when the performance scene is to be displayed, and a viewpoint change switch set 48 for setting a viewpoint when the performance scene is to be displayed. Keys labeled "D", "G", "B" and "K", on upper rows of the above-mentioned instrument change switch set 44, player change switch set 45 and fill-in switch set 46, are provided for selecting a drum part, guitar part, bass part and keyboard part, respectively, and keys labeled "A", "B", "C" and "D" on lower rows of these switch sets are for selecting respective details of the individual parts selected via the upper-row keys "D", "G", "B" and "K".

[0025] Further, in the illustrated example of Fig. 2, performance scenes or situations of a plurality of the parts (e.g., three parts consisting of the keyboard, bass and drum parts) are being visually displayed on the graphic display unit 7 (or on the external monitor 11) in a 3-D animated picture.

[0026] Before describing processing for displaying such a 3-D animated picture, the motion-component database 20 will be described first. In this motion-component database 20, various performance patterns are subdivided for each one of the various musical instruments or parts, and performance motions corresponding to the subdivided performance patterns are each acquired as motion capture data, developed in the x-, y- and z-axis directions and then stored along with data indicative of their respective tone-generation timing (e.g., striking points in the case of a drum). The data indicative of each of the subdivided performance patterns will hereinafter be called a "motion component", and the data indicative of the respective tone-generation timing will be called "sounded point marker" data.

[0027] Fig. 3 is a diagram illustrating motion components for the drum part. As shown, each of the motion components stored in the database 20 is made up of motion information that is, for one of the subdivided drum-part performance patterns corresponding to short phrases A, B, C, D, ..., indicative of a motional trajectory of a human player during the pattern performance and the sounded point marker data corresponding thereto. While a single motion component is shown here as being composed of the motion information of a set of three musical instruments, i.e., cymbal, snare drum and bass drum, such a motion component is normally created per musical instrument in the case of piano, saxophone and the like.

[0028] Now, a process for generating the motion components will be described more fully with reference to the flow chart of Fig. 4. First step S10 of this motion component creation process is directed to acquiring, as "motion capture data", a motional state of the player performing a particular subdivided phrase on a particular musical instrument.

[0029] Fig. 5A is a diagram explanatory of how the player's motional state is acquired as the motion capture data. As shown, the player is asked to perform the particular subdivided phrase with 3-D digitizers attached to principal portions of the player's body and, if necessary, to the musical instrument as well, and motions of the player during the performance are recorded in a sequential manner. The 3-D digitizers employed here may be of a known magnetic or optical type.

[0030] At next step S11 of Fig. 4, trajectories of the respective centers of the individual body portions, as represented by the thus-acquired motion capture data, are developed in the x, y z coordinates so as to acquire motion information indicative of movements and positions of the individual body portions. At that time, time data may also be recorded in association with the motion information.

[0031] Then, the motion creation process moves on to step S12, where the coordinates of each of the principal body portions at a point where a tone has been generated (sounded point) and the elapsed time from the start of the performance to the sounded point are stored as a sounded point marker in any desired distinguishable form. If the performance is of a phrase shown in Fig. 5B, three points labeled "X" in the figure are sounded points and the respective elapsed times of these sounded points t, t' and t'' are stored in distinguishable form. It will be appreciated that these sounded point markers may be in any suitable format as long as they can properly identify the sounded points from among the acquired motion capture data.

[0032] Following step S12, the process proceeds to step S13, where the data acquired in the above-mentioned manner are associated with the phrase performed by the player and then stored into the database as data in such a format which can appropriately deal with any positional changes (e.g., changes in the shape and size of the player and musical instrument) and/or time changes (e.g., tempo change) that may take place in subsequent reproduction of the acquired data.

[0033] Note that the above-mentioned motion component data may contain other data, such as those indicative of respective moving velocity and acceleration of the individual body portions, in addition to the x, y and z coordinates, time data and sounded point markers.

[0034] The following paragraphs describe a process for generating and visually displaying a 3-D animated picture by use of the thus-created motion component database 20, in relation to a device equipped with an automatic accompaniment function. Fig. 6 is a flow chart illustrating operational sequences of a picture genera-

tion/display process and a tone generation process during automatic accompaniment reproduction; in particular, Fig. 6 illustrates an exemplary operational flow for reproducing a 3-D animated picture visually showing a tone of one part and a performance scene corresponding thereto. If performance scenes of a plurality of parts are to be displayed, it is only necessary that the same process as shown in Fig. 6 be carried out for each of the parts and then the processed results be displayed in a combined format.

[0035] First, once the player activates any of the above-mentioned operation switches to initiate an automatic accompaniment, a performance style data is selected from among those stored in the above-mentioned style database 21, similarly to the conventionally-known automatic accompaniment function. The thus-selected performance style data is then delivered to operations of steps S21 and S25.

[0036] Step S25 is directed to the operation similar to the conventional automatic accompaniment process; more specifically, this step generates tone generation event data, such as a MIDI key-on event and control change, and tone generator controlling parameters ("T. G. parameters") on the basis of performance information included in the selected performance style data. The tone generator controlling parameters, etc. generated in this manner are then passed to the tone generator section 5, which, in turn, generates a corresponding tone signal (step S26) to be audibly reproduced through the sound system 26.

[0037] At step S21, the motion components corresponding to the selected performance style data are selected from among those stored in the above-mentioned motion component database 20, to thereby generate basic motion information to be described below. Because the motion components corresponding to the individual performance styles can be known previously, it is possible to include, in the selected performance style data, such data indicative of the corresponding motion components.

[0038] One exemplary process for generating the basic motion information will be described in detail below with reference to Figs. 7A and 7B, of which Fig. 7A shows example phrases corresponding to various motion components stored in the motion component database 20. Namely, in this motion component database 20, there are prestored motion components in association with phrases A, B, C, D, ... shown in Fig. 7A. Assuming that a performance pattern corresponding to the selected performance style is the one shown in Fig. 7B, the motion components corresponding to the performance pattern are read out from the motion component database 20. Then, every adjacent motion components thus read out from the database 20 are joined together by causing a trailing end portion of the preceding motion component and a leading end portion of the succeeding motion component to overlap each other, so as to create the basic motion information. Thus, for the basic pattern

of Fig. 7B, the motion components associated with the phrases A, B, C, B will be sequentially joined together in the mentioned order (A→B→C→B).

[0039] When the player has instructed a variation operation, such as insertion of a fill-in, for the particular musical instrument, the process goes to step S22 of Fig. 6, where the motion information corresponding to the fill-in pattern is caused to overlap or replace the basic motion information generated at step S21. If the style pattern to be performed is a variation pattern as shown in Fig. 7C, i.e., if a fill-in operation is to be effected for the cymbal and snare drum in the drum part, the last portion of the basic motion information (A→B→C→B) generated at step S21 and the data immediately preceding the same are replaced by the data of the motion component D, to thereby provide motion information corresponding to the variation pattern. By thus replacing part of the motion components with part of another motion component, it is possible to properly deal with the instructed variation operation.

[0040] After that, the process of Fig. 6 moves on to step S23 in order to selectively read out, from the scene component database 22, the information corresponding to displayed-part selection data entered via the above-mentioned instrument change switch set 44, playing-character selection data entered via the player change switch set 45, viewpoint change operation data entered via the viewpoint change switch set 48 and stage change operation data entered via the stage change switch set 47.

[0041] Step S23 also modifies the coordinates data included in the motion component information. Namely, step S23 reads out, from the scene component database 22, the scene components corresponding to the part or musical instrument whose performance scene is to be displayed, i.e., a player-representing character who is performing, selected stage and designated viewpoint (camera position). Note that when an instruction is given to simultaneously display a plurality of parts and musical instruments, the scene components corresponding to the positional arrangement of these parts or instruments are read out from the database 22.

[0042] The following paragraphs describe an example of the coordinates modification process, with reference to Fig. 8. This example assumes that the musical instrument whose performance scene is to be displayed is cymbal and the motion information contains a trajectory of the stick (denoted by "(1)") extending from an initial position (x0, y0, z0) to a target position (xt, yt, zt) on the cymbal. Let's also assume here that the height of the cymbal is varied by data such as that of the player-representing character or viewpoint selected by the human operator, so as to assume a target coordinates position (xt', yt', zt'). In this case, the above-mentioned motion information is modified at step S23 to achieve a trajectory as denoted by "(2)". When the player-representing character has been changed and the initial position of the stick has been changed to one denoted by a dot-

ted line in Fig. 8, the above-mentioned motion information is modified to achieve a trajectory as denoted by "(3)". When both the player-representing character and the cymbal's height have been changed, the above-mentioned motion information is modified to achieve a trajectory as denoted by "(4)".

[0043] In this manner, step S23 sets model positions and animated picture corresponding to the model positions.

[0044] Then, the routine goes to step S24, where a picture generation (rendering) process is carried out on the basis of the information having been set at step S23. Namely, at this step, the scene is visualized in a video form on the basis of the above-mentioned scene information and motion information. More specifically, on the basis of the scene information and motion information, there are performed coordinates conversion, hidden scene erasure, calculation of intersecting points, lines, planes and the like, shading, texture mapping, etc. to compute the luminance of each pixel and pass it to the graphic display unit 7.

[0045] As previously noted, each of the motion components stored in the motion component database 20 contains the sounded point marker as well as the coordinates data along the time axis, so that, in this embodiment, each picture and a corresponding tone can be accurately synchronized with each other on the basis of the sounded point marker.

[0046] Namely, on the basis of such sounded point markers, it is possible to compute each coordinates position and a time length and moving speed from a start of reproduction of the corresponding motion information to each sounded point.

[0047] Namely, as previously described in relation to Fig. 5B, the time values t, t', t'', at the basic tempo, up to each sounded point can be acquired from the motion component. Therefore, if a performance tempo has been increased by a factor of k from the basic tempo with which the motion component was created, it is sufficient that control be performed for thinning out the motion-information reading operations or repeatedly reading the same motion position so as to make shorter or longer the reproduction intervals of the motion information in such a manner that the desired sounded point can be reached from the start of reproduction of the motion information within only 1/k of the original time (or at k times the original speed). Where a moving time or speed is prepared for each coordinates position, i.e., where information indicative of a time or speed for each body portion to move from one coordinates position to a next one is contained in the motion information, and if such information is representative of time, then the control may be executed to modify the time to 1/k of the original, or if the information is representative of speed, then the control may be executed for modifying the speed to k times the original.

[0048] In this way, it is possible to generate a performance picture with an accurate sounded point in accord-

ance with the current performance tempo.

[0049] Further, reliability in synchronizing the tone and picture to be generated can be greatly enhanced if the picture generating step S24 is arranged to inform the tone generator control parameter generating step S25 of the arrival at the picture generating process for the sounded point.

[0050] In the above-mentioned manner, the performance scene of any selected part can be displayed, in a 3-D picture, in accurate synchronism with the automatic accompaniment data.

[0051] The following paragraphs describe an example where the principle of the present invention is applied to an automatic performance device for reproducing composition data of a desired music piece, with reference to the flow chart of Fig. 9 (reproduction of an automatic performance). Where such a reproductive automatic performance is to be carried out, performance information (composition data) of the music piece to be performed is prestored in a composition database 23. Once the human operator or player selects a music piece to be automatically performed, the composition data of the selected music piece are sequentially read out at step S30 from the composition database 23, a predetermined data length at a time. The read-out data are then given to steps S31 and S34, which, similarly to steps S25 and S26 of the automatic accompaniment process, generates a tone signal based on the read-out data and audibly reproduces the tone signal through the sound system 6.

[0052] Steps S31 to S33 are directed to generating a 3-D animated picture corresponding to the read-out data. At step S31, some of the motion components closest to the predetermined length of the read-out data are selectively read out. Then, similarly to step S21 above, every adjacent motion components thus read out are joined together by causing a trailing end portion of the preceding motion component and a leading end portion of the succeeding motion component to overlap each other, so as to create basic motion information. Namely, a length of data corresponding to the subdivided phrase (hereinafter called a "first segment") is extracted from the beginning of the performance data, and the motion component corresponding to the phrase closest to the extracted first segment is read out from the database 20. Then, similarly, a second segment is extracted with the end of the first segment set at the beginning of the second segment, and the motion component corresponding to the phrase closest to the second segment is read out from the motion component database 20 and joined to the first read-out motion component. The aforementioned procedures are repeated to join together every subsequent components, to thereby create the basic motion information.

[0053] Whereas the preceding paragraphs have described the case where general-purpose motion components are applied to optionally-selected composition data, the motion components may be arranged in stand-

ardized basic sets (e.g., such that basic tone colors are automatically associated by tone color numbers as with "GM" basic tone colors), motion component designating information, corresponding to the motion components of the basis set to be used in the composition data may be included in accordance with the progression of the music piece.

[0054] Afterwards, model positions and animated picture corresponding thereto are set at step S32 in a similar manner to step S23, and then the routine moves on to step S33 where, similarly to step S24 above, a 3-D animated picture is generated and visually shown on the graphic display unit 7.

[0055] In the above-mentioned manner, a 3-D animated picture representative of the performance scene of that music piece can be displayed also in the case of the automatic performance.

[0056] Further, in Fig. 10, there is shown another example of the external appearance of the tone and picture generator device in accordance with the present invention. In the illustrated example, various operators are disposed to the left and right of the graphic display unit 7, and a current performance scene of a single part (drum part in this case) is being demonstrated in a 3-D animated picture on the display screen. Here, the operator 51 is an automatic-performance start button, the operator 52 is an automatic-performance stop button, 53 is a tempo-up button for making the performance tempo faster, 54 is a tempo-down button for making the performance tempo slower, 55 is a player selection button for selecting a player-representing character to be used in showing a current performance scene on the graphic display unit 7, and 56 is a musical instrument selection button for selecting a particular musical instrument whose current performance scene is to be shown on the graphic display unit 7. Further, the operators 57 and 58 are buttons for selecting a desired main pattern (main style) of an automatic performance; specifically, 57 is a main-A button for selecting the A main pattern while 58 is a main-B button for selecting the B main pattern. 59 is an intro button for selecting an intro pattern, 60 is a fill-in button for selecting a fill-in pattern, and 61 is an ending button for selecting an ending pattern. Further, the operator 62 is a viewpoint moving button for moving a viewpoint when a three-dimensional performance scene is to be shown on the above-mentioned graphic display unit 7.

[0057] In the above-mentioned manner, the current performance scene of one or any other number of parts can be displayed.

[0058] It should be apparent that the principles of the present invention are also applicable to sequencers having no keyboard section. Further, whereas the present invention has been described above in relation to an automatic accompaniment or automatic performance, it may be used to display a 3-D animated picture corresponding to melody-part performance data entered by manual operation such as key depression.

[0059] According to the present invention, the effect to be imparted in the tone generator section 5 may be changed in accordance with a stage selected via the above-mentioned stage change switch set 47. For instance, the effect may be varied depending on a situation of the picture to be displayed; that is, if a "concert hall stage" is selected, a delay effect may be made greater, or if an "outdoor stage" is selected, the delay may be made smaller.

[0060] Furthermore, whereas the present invention has been described in relation to the case where pieces of motion information (motion files) are acquired by the motion capture scheme, the motion information may be created by any other schemes than the motion capture scheme.

[0061] With the above-mentioned arrangements, the present invention can display a 3-D animated pictures in synchronism with composition data, so that the human operator or player can enjoy visual interaction, based on the 3-D animated picture, as well as interaction by sound.

[0062] Further, by virtue of the database storing motion components, common motion components can be used for a plurality of different patterns or music pieces, and any necessary components can be additionally stored in the database whenever necessary. As a consequence, various 3-D animated pictures can be generated with increased efficiency.

[0063] Furthermore, because each of the motion components includes sounded point markers in association with motion information, common motion components can be used for different performance tempos, which permits a significant reduction in the size of the database.

[0064] Moreover, with the present invention, the human operator can select a character, suiting his or her preference, from among a plurality of player-representing characters.

[0065] In addition, because the human operator is allowed to change the viewpoint of the displayed picture, it is possible to observe a model performance scene in any desired position, and the thus-shown model performance scene can be used for teaching purposes as well.

Claims

1. A tone and picture generator device comprising:

a tone generator means (5) that generates a tone on the basis of performance information (MIDI);

a storage means (20) that stores a plurality of motion components each including motion information representative of a trajectory ((1), (2), (3), (4)) of performance motions of a performance pattern; and

a picture generator means that, on the basis of the performance information, reads out from said storage means one of the motion components corresponding to the performance information and, in synchronism with said performance information and on the basis of the motion component read out from said storage means, generates picture data illustrating a performance scene of a selected musical instrument or part corresponding to the performance information.

2. A tone and picture generator device as recited in claim 1, wherein said motion component represents a trajectory of performance motions of a subdivided performance pattern for each musical instrument or performance part, and wherein said picture generator means reads out, from said storage means (20), one of the motion components corresponding to the performance information and generates animated picture data corresponding to the performance information on the basis of information that is created by sequentially joining together the motion components read out from said storage means (20).
3. A tone and picture generator device as recited in claim 1, wherein said motion component includes motion information representative of a trajectory ((1), (2), (3), (4)) of performance motions of a subdivided performance pattern and a sounded point marker indicative of tone-generation timing in the motion information.
4. A tone and picture generator device as recited in claim 1, wherein said picture data is three-dimensional animated picture data.
5. A tone and picture generator device as recited in claim 4 wherein a player-representing character and viewpoint illustrated by the three-dimensional animated picture data can be changed by a human operator.
6. A tone and picture generator device as recited in claim 5 which further comprises a means that modifies the motion information in accordance with a change in the player-representing character and viewpoint.

7. A tone and picture generating method comprising:

providing performance information (MIDI);
generating a tone on the basis of the provided performance information;
storing a plurality of motion components each including motion information representative of a trajectory ((1), (2), (3), (4)) of performance motions of a performance pattern;

on the basis of the provided performance information, reading out one of the stored motion components corresponding to the provided performance information; and
in synchronism with the provided performance information and on the basis of the read out motion component, generating picture data illustrating a performance scene of a selected musical instrument or part corresponding to the performance information.

8. A tone and picture generating method as recited in claim 7, further comprising the step of generating animated picture data corresponding to said performance information (MIDI) on the basis of information that is created by sequentially joining together the motion components read out, wherein said plurality of motion components represent a trajectory of performance motions of a subdivided performance pattern for each musical instrument or performance part.
9. A machine-readable recording medium containing a group of instructions of a tone and picture generating method to be executed by a processor, said tone and picture generating method comprising the steps of:

receiving performance information (MIDI);
generating a tone on the basis of said performance information received by the step of receiving;
storing a plurality of motion components each including motion information representative of a trajectory ((1), (2), (3), (4)) of performance motions of a performance pattern; on the basis of the received performance information, reading out one of the stored motion components corresponding to the received performance information; and
in synchronism with the received performance information and on the basis of the read out motion components, generating picture data illustrating a performance scene of a selected musical instrument or part corresponding to the received performance information.

Patentansprüche

1. Ton- und Bild-Erzeugungsvorrichtung, die folgendes aufweist:

Tongeneratormittel (5), die einen Ton auf der Grundlage einer Spielinformation (MIDI) erzeugen;
Speichermittel (20), die eine Vielzahl von Bewegungskomponenten speichern, von den je-

de eine Bewegungsinformation enthält, die für eine Bewegungsbahn ((1), (2), (3), (4)) von Spielbewegungen eines Spielmusters repräsentativ ist; und

Bildgeneratormittel, die auf der Grundlage der Spielinformation aus den Speichermitteln eine der Bewegungskomponenten, die der Spielinformation entspricht, auslesen und synchron mit der Spielinformation und auf der Grundlage der aus den Speichermitteln ausgelesenen Bewegungskomponente Bilddaten erzeugen, die eine Spielszene eines ausgewählten Musikinstruments oder eines Parts, die der Spielinformation entsprechen, veranschaulichen.

2. Ton- und Bild-Erzeugungsvorrichtung nach Anspruch 1, bei der die Bewegungskomponente eine Bewegungsbahn von Spielbewegungen eines subunterteilten Spielmusters für jedes Musikinstrument oder jeden Spielpart repräsentiert und bei dem die Bildgeneratormittel aus den Speichermitteln (20) eine der Bewegungskomponenten, die der Spielinformation entspricht, auslesen und animierte Bilddaten, die der Spielinformation entsprechen, auf der Grundlage einer Information erzeugen, die durch sequentielles Aneinanderfügen der aus den Speichermitteln (20) ausgelesenen Bewegungskomponenten erstellt wird.
3. Ton- und Bild-Erzeugungsvorrichtung nach Anspruch 1, bei der die Bewegungskomponente eine Bewegungsinformation, die für eine Bewegungsbahn ((1), (2), (3), (4)) von Spielbewegungen eines subunterteilten Spielmusters repräsentativ ist, und ein Ertönungspunkt-Markierungszeichen enthält, das für einen Tonerzeugungszeitpunkt in der Bewegungsinformation kennzeichnend ist.
4. Ton- und Bild-Erzeugungsvorrichtung nach Anspruch 1, bei der die Bilddaten animierte dreidimensionale Bilddaten sind.
5. Ton- und Bild-Erzeugungsvorrichtung nach Anspruch 4, bei der ein einen Spieler repräsentierendes Zeichen und ein Betrachtungspunkt, die durch die animierten dreidimensionalen Bilddaten dargestellt werden, durch eine Bedienperson geändert werden können.
6. Ton- und Bild-Erzeugungsvorrichtung nach Anspruch 5, die außerdem Mittel aufweist, die die Bewegungsinformation in Entsprechung zu einer Änderung des einen Spieler repräsentierenden Zeichens und des Betrachtungspunkts modifizieren.
7. Ton- und Bild-Erzeugungsverfahren, das die folgenden Schritte aufweist:

- Bereitstellen einer Spielinformation (MIDI);
 Erzeugen eines Tons auf der Grundlage der bereitgestellten Spielinformation;
 Speichern einer Vielzahl von Bewegungskomponenten, die jeweils eine Bewegungsinformation enthalten, die für eine Bewegungsbahn ((1), (2), (3), (4)) von Spielbewegungen eines Spielmusters repräsentativ ist; 5
 Auslesen einer der gespeicherten Bewegungskomponenten, die der bereitgestellten Spielinformation entspricht, auf der Grundlage der bereitgestellten Spielinformation; und 10
 Erzeugen von Bilddaten, die eine Spielszene eines ausgewählten Musikinstruments oder Parts, die der Spielinformation entsprechen, synchron zu der bereitgestellten Spielinformation und auf der Grundlage der ausgelesenen Bewegungskomponenten. 15
8. Ton- und Bild-Erzeugungsverfahren nach Anspruch 7, das ferner den Schritt des Erzeugens von animierten Bilddaten aufweist, die der Spielinformation (MIDI) entsprechen, auf der Grundlage einer Information, die durch sequentielles Aneinanderfügen der ausgelesenen Bewegungskomponenten erstellt wird, wobei die Vielzahl der Bewegungskomponenten eine Bewegungsbahn von Spielbewegungen eines subunterteilten Spielmusters für jedes Musikinstrument oder jeden Spielpart repräsentieren. 20 25 30
9. Maschinenlesbares Aufzeichnungsmedium, das eine Gruppe von Befehlen eines von einem Prozessor auszuführenden Ton- und Bild-Erzeugungsverfahrens enthält, wobei das Ton- und Bild-Erzeugungsverfahren die folgenden Schritte aufweist: 35
- Empfangen einer Spielinformation (MIDI);
 Erzeugen eines Tons auf der Grundlage der Spielinformation, die durch einen Empfangsschritt empfangen wurde; 40
 Speichern einer Vielzahl von Bewegungskomponenten, die jeweils eine Bewegungsinformation enthalten, die für eine Bewegungsbahn ((1), (2), (3), (4)) von Spielbewegungen eines Spielmusters repräsentativ ist; 45
 Auslesen einer der gespeicherten Bewegungskomponenten, die der empfangenen Spielinformation entspricht, auf der Grundlage der bereitgestellten Spielinformation; und 50
 Erzeugen von Bilddaten, die eine Spielszene eines ausgewählten Musikinstruments oder Parts, die der Spielinformation entsprechen, synchron zu der empfangenen Spielinformation und auf der Grundlage der ausgelesenen Bewegungskomponenten. 55

Revendications

1. Dispositif de génération de sons et d'images comprenant :

des moyens générateurs de sons (5) qui génèrent un son basé sur une information sur un événement musical (MIDI);
 des moyens de mémorisation (20) qui mémorisent une pluralité d'éléments de mouvement comprenant chacun des informations de mouvement représentatives d'une trajectoire ((1), (2), (3), (4)) de mouvements d'exécution d'un motif d'événement musical ; et
 des moyens générateurs d'images qui, sur la base de l'information sur un événement musical, extraient desdits moyens de mémorisation l'un des éléments de mouvement qui correspond à l'information sur l'événement musical et, en synchronisation avec ladite information sur l'événement musical et sur la base de l'élément de mouvement extrait desdits moyens de mémorisation, génèrent des données images qui illustrent une scène d'exécution par un instrument musical ou une partie qui correspond à l'information sur l'événement musical.

2. Dispositif de génération de sons et d'images selon la revendication 1, dans lequel ledit élément de mouvement représente une trajectoire de mouvements d'exécution d'un motif d'événement musical subdivisé pour chaque instrument musical ou partie d'événement musical, et dans lequel lesdits moyens générateurs d'images extraient desdits moyens de mémorisation (20) l'un des éléments de mouvement qui correspond à l'information sur l'événement musical et génèrent des données images animées qui correspondent à l'information sur l'événement musical sur la base de l'information qui est créée en joignant séquentiellement les éléments de mouvement extraits desdits moyens de mémorisation (20).
3. Dispositif de génération de sons et d'images selon la revendication 1, dans lequel ledit élément de mouvement comprend des informations de mouvement représentatives d'une trajectoire ((1), (2), (3), (4)) de mouvements d'exécution d'un motif d'événement musical subdivisé et un marqueur de points de sons qui indiquent les positions temporelles de génération de sons dans l'information sur les mouvements.
4. Dispositif de génération de sons et d'images selon la revendication 1, dans lequel lesdites données images sont des données images animées tridimensionnelles.

5. Dispositif de génération de sons et d'images selon la revendication 4, dans lequel un personnage qui représente un musicien et un point de vue illustrés par les données images animées tridimensionnelles peuvent être changés par un opérateur humain. 5
6. Dispositif de génération de sons et d'images selon la revendication 5, qui comprend de plus des moyens qui modifient l'information sur les mouvements en fonction d'un changement du personnage représentant un musicien et du point de vue. 10
7. Procédé de génération de sons et d'images comprenant les étapes qui consistent à : 15
 - fournir une information sur un événement musical (MIDI);
 - générer un son sur la base de l'information fournie sur un événement musical ;
 - mémoriser une pluralité d'éléments de mouvement comprenant chacun des informations de mouvement représentatives d'une trajectoire ((1), (2), (3), (4)) de mouvements d'exécution d'un motif d'événement musical ; 20
 - sur la base de l'information fournie sur un événement musical, extraire l'un des éléments de mouvement mémorisés qui correspond à l'information fournie sur l'événement musical ; et 25
 - en synchronisation avec l'information fournie sur l'événement musical, et sur la base de l'élément de mouvement extrait, générer des données images qui illustrent une scène d'exécution par un instrument musical ou une partie qui correspond à l'information sur l'événement musical. 30 35
8. Procédé de génération de sons et d'images selon la revendication 7, qui comprend de plus l'étape consistant à générer des données images animées qui correspondent à ladite information sur un événement musical (MIDI) sur la base d'une information qui est créée en joignant séquentiellement les éléments de mouvement extraits, selon lequel ladite pluralité d'éléments de mouvement représente une trajectoire de mouvements d'exécution d'un motif d'événement musical subdivisé pour chaque instrument musical ou partie d'événement musical. 40 45
9. Support d'enregistrement lisible par une machine, qui contient un groupe d'instructions concernant un procédé de génération de sons et d'images à exécuter par un processeur, ledit procédé de génération de sons et d'images comprenant les étapes consistant à : 50
 - recevoir une information sur un événement musical (MIDI) ;
 - générer un son sur la base de ladite information 55

sur un événement musical, reçue pendant l'étape de réception ;

mémoriser une pluralité d'éléments de mouvement comprenant chacun des informations de mouvement représentatives d'une trajectoire ((1), (2), (3), (4)) de mouvements d'exécution d'un motif d'événement musical ;

sur la base de l'information reçue sur un événement musical, extraire l'un des éléments de mouvement mémorisés qui correspond à l'information reçue sur l'événement musical ; et

en synchronisation avec l'information reçue sur l'événement musical et sur la base de l'élément de mouvement extrait, générer des données images qui illustrent une scène d'exécution par un instrument musical ou une partie qui correspond à l'information reçue sur l'événement musical.

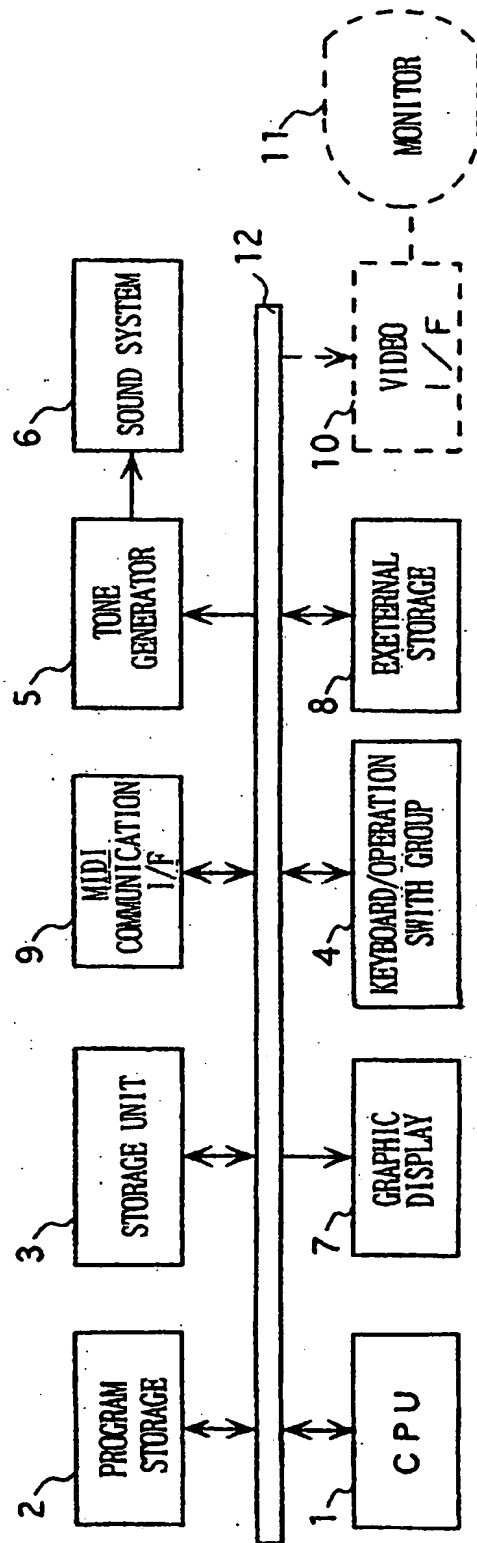


FIG. 1

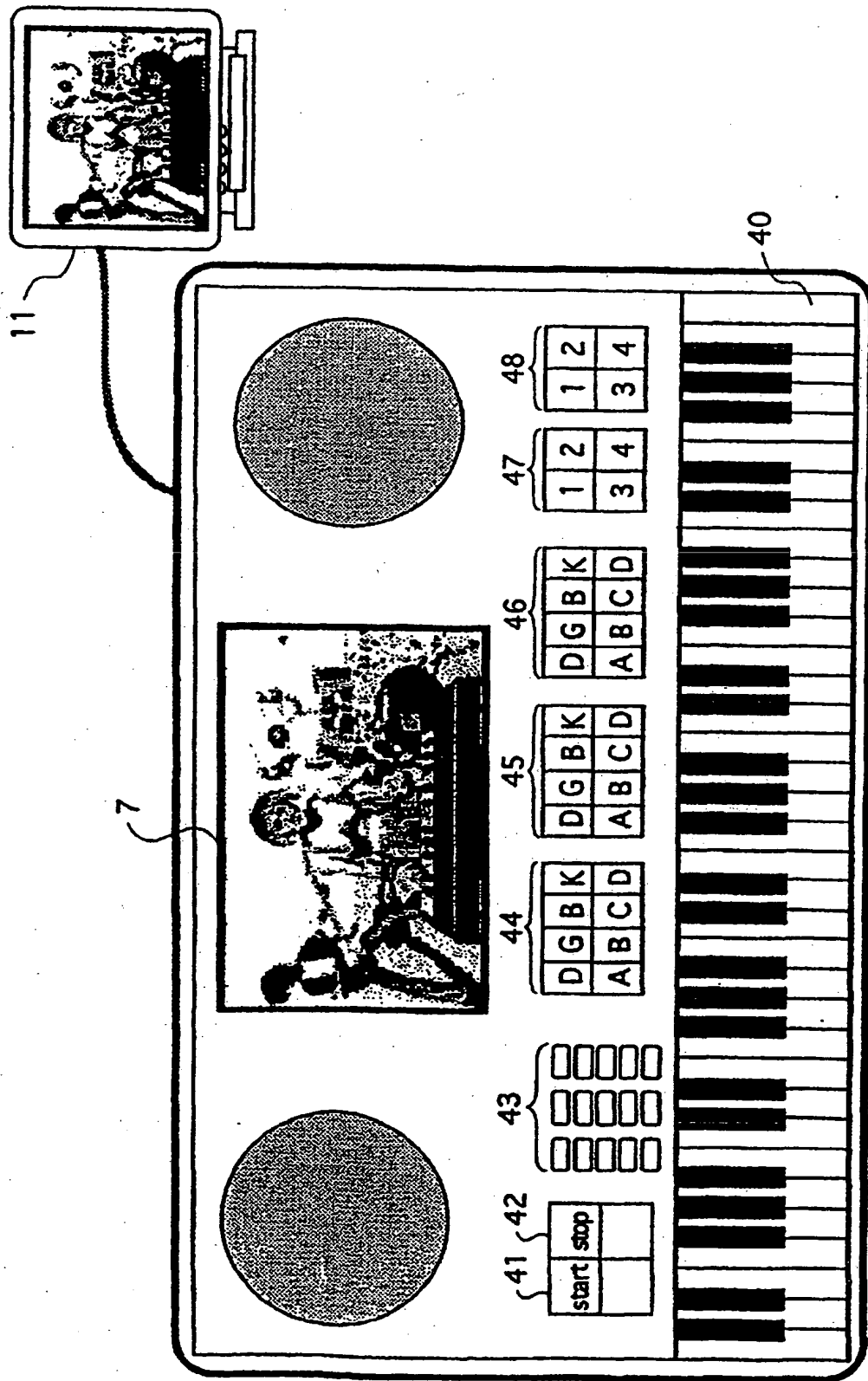


FIG. 2

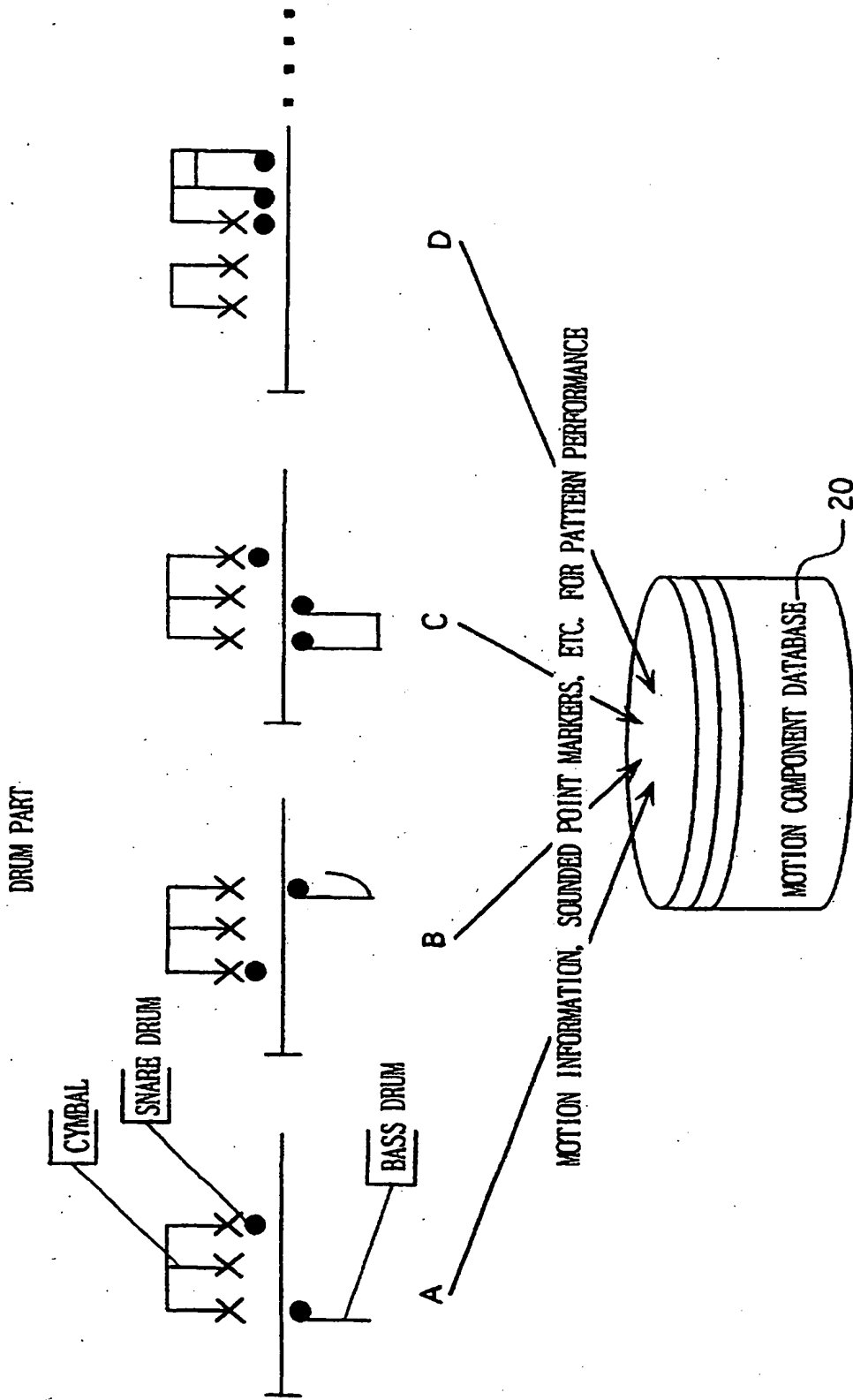


FIG. 3

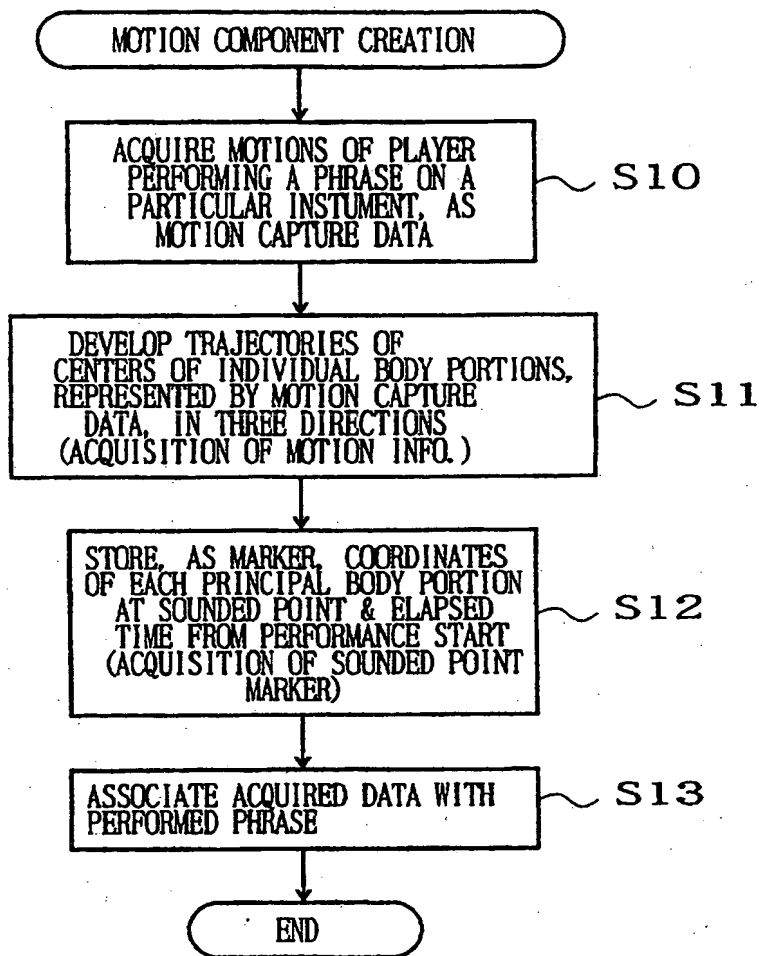


FIG. 4

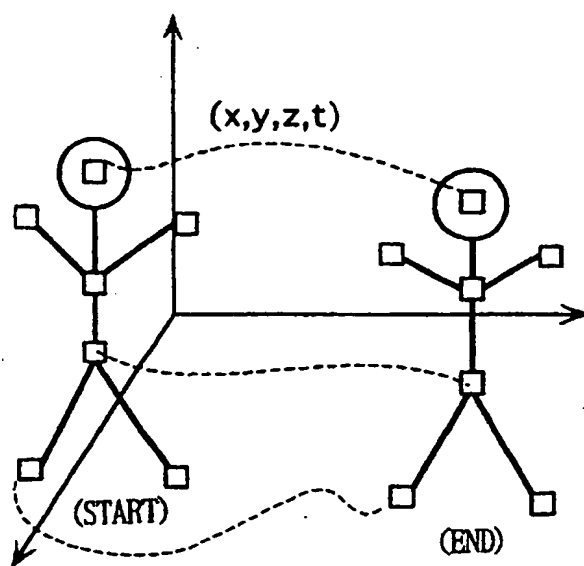
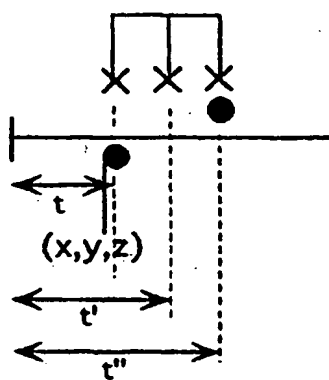


FIG. 5 A



SOUNDED POINT

FIG. 5 B

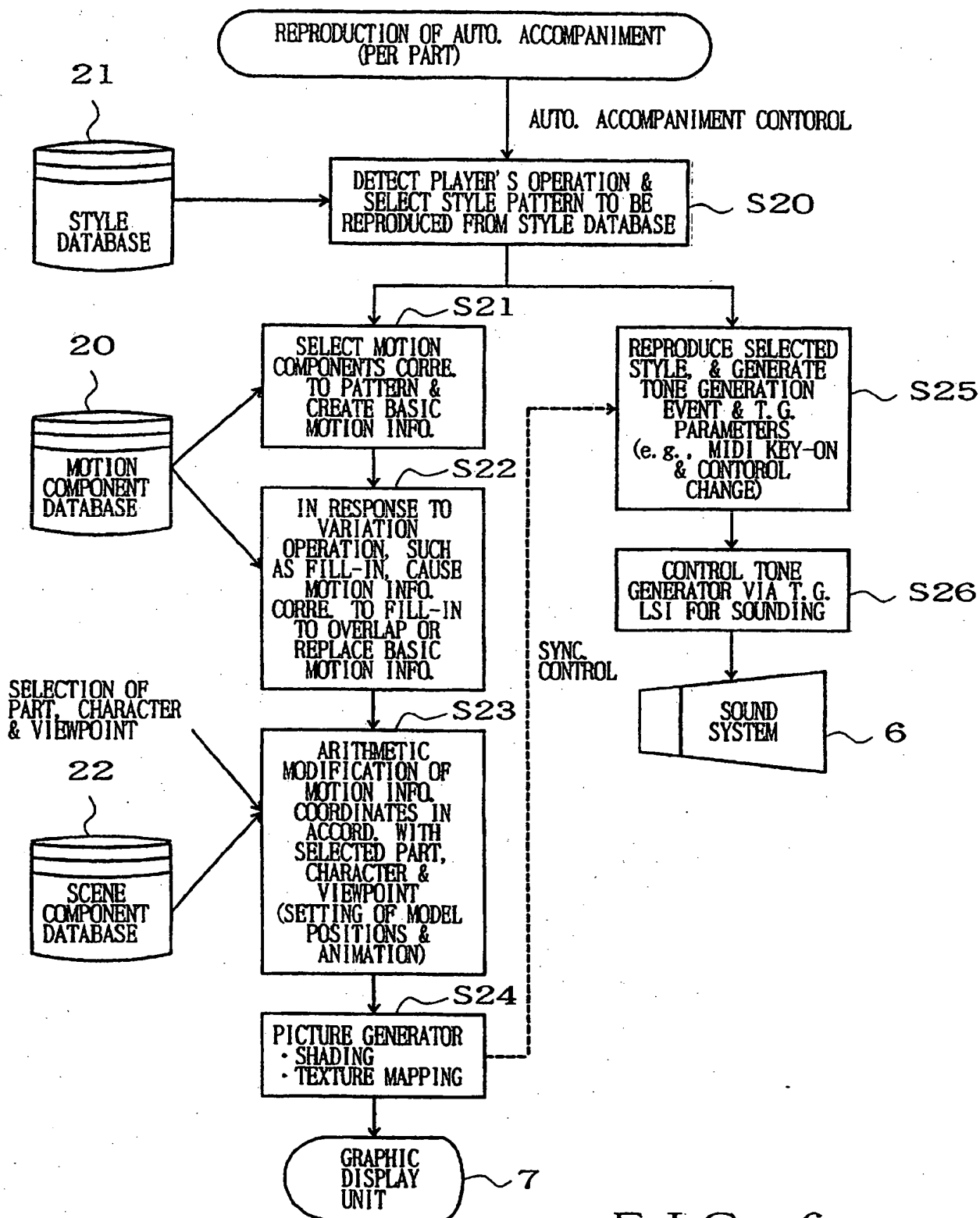


FIG. 6

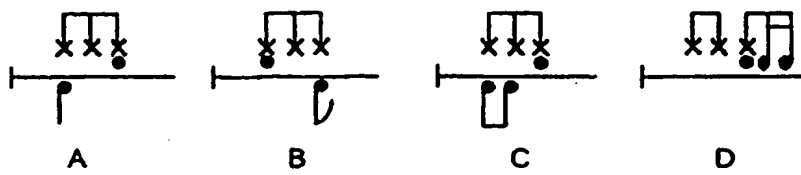
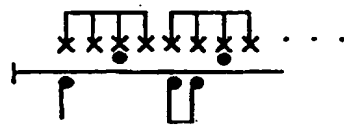


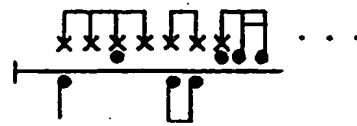
FIG. 7A



BASIC PATTERN

$$A \rightarrow B \rightarrow C \rightarrow B$$

FIG. 7B



VARIATION PATTERN

A → B → C → D

FIG. 7C

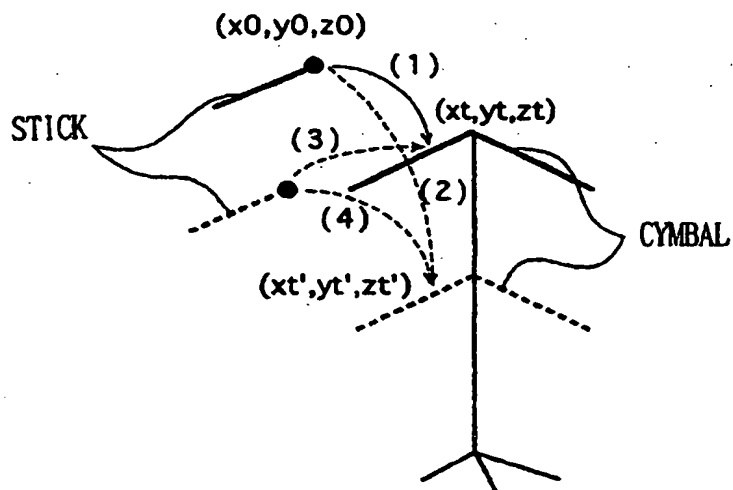


FIG. 8

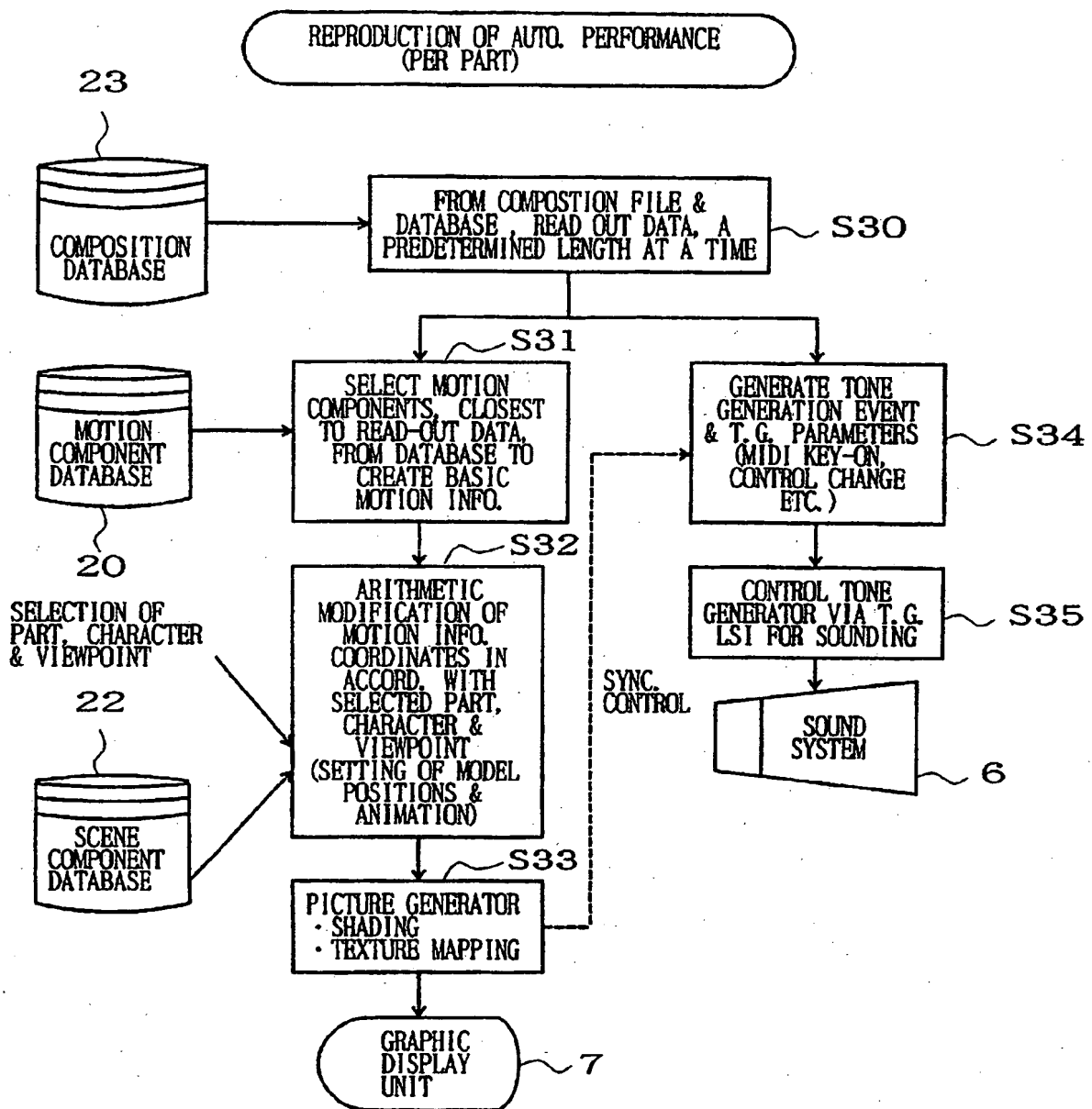
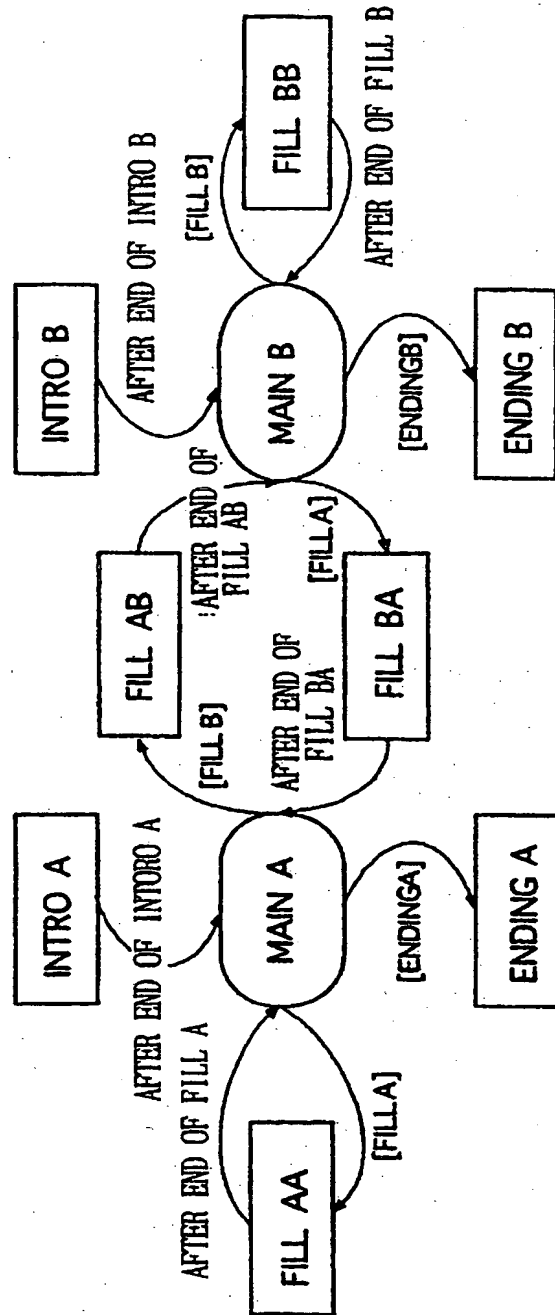


FIG. 9



FIG. 10



(PRIOR ART)

FIG. 11